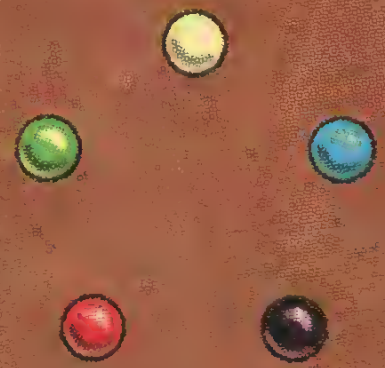
MAGIC
The Gathering™



DECKMASTER™

With the creation of **Magic: The Gathering**™, Wizards of the Coast introduced an entirely new game genre. Combining the fascination of trading cards with the excitement of fantasy games, **Magic** draws its players into a universe of infinite possibilities. Prepare to meet the challenges you will encounter in the strategic world of trading card games.

In **Magic**, you play a powerful wizard battling for control of a sphere of Dominia. Drawing from your deck of illustrated cards, you combat other wizards by summoning creatures and casting spells. By trading cards with other players, you can create a stronger deck to defeat your opponents. And the more you play and trade, the more Dominia's ever-changing adventures will intrigue you. In **Magic: The Gathering**, you'll never play the same game twice!

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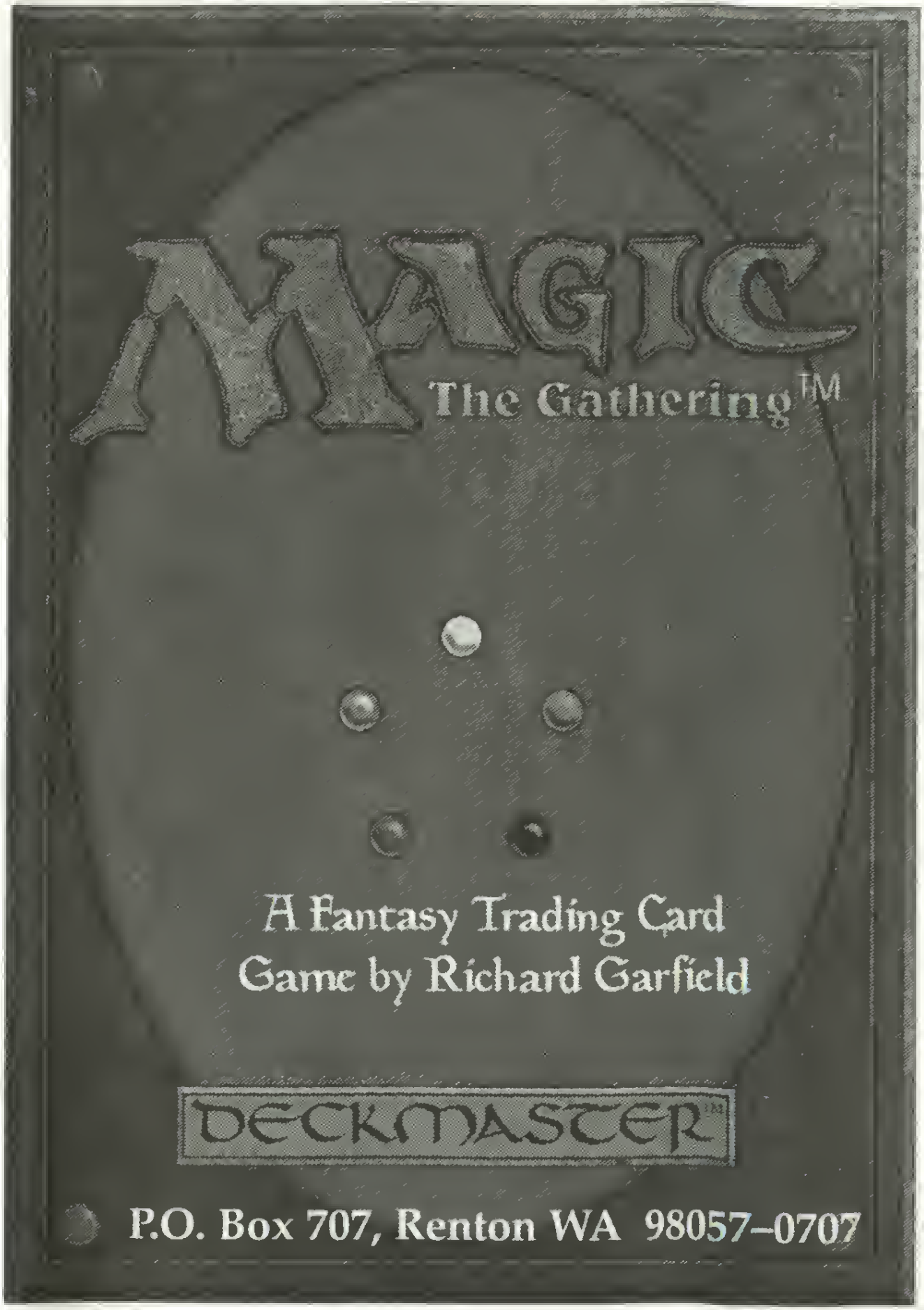
MAGIC
The Gathering™
A Fantasy Trading Card
Game by Richard Garfield
DECKMASTER™
P.O. Box 707, Renton WA 98057–0707

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LEARNING THE RULES

Like most games, **Magic: The Gathering™** is easier to learn from another player than from a stuffy old rulebook. That's not always possible, though, so we've tried to make this book as straightforward and easily understood as possible. Don't let the size of the rulebook throw you; a lot of the stuff in here can wait until you've played a few games.

To start, read through this book until you get to the end of the first sample game. That should give you enough information to play a little bit and get used to the game. Words in **bold** type have special technical explanations and definitions associated with them. These are outlined in the glossary in the back of the rulebook, but you really don't need to worry about them until after you've tried the game a few times.

Occasionally, you may run across a card that contradicts the rules. In such a situation, the card always takes precedence.

OVERVIEW

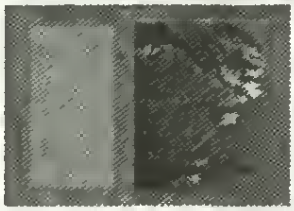
Magic: The Gathering is a trading card game created by Richard Garfield and produced by Wizards of the Coast, Inc. There are more than three hundred different cards in the core set of **Magic: The Gathering**, and new cards are being designed every day.

In **Magic**, the players represent powerful wizards battling for control of a plane of Dominia. The object of the game is to drive your opponent from the plane,

Opponent's Hand

Graveyard

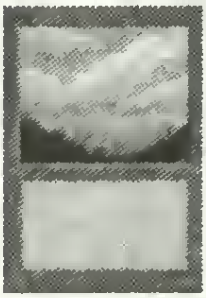
Library

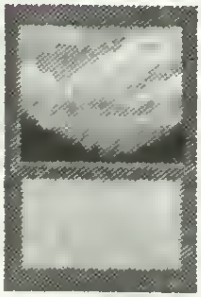


Opponent's Territory

Tapped

Your Territory





Untapped

Your Hand

Graveyard

Library

leaving you in sole control. The cards in your deck represent the lands, creatures, spells, and artifacts at your disposal. Players pit one deck against another in an arcane duel, and the winner keeps one random card from the loser's deck. Over time, your deck will develop strengths and weaknesses as it grows and shrinks. Meanwhile, you will encounter new mysteries as the multiverse of Dominia grows.

Players begin with 20 life each. If you're lucky, you may be able to get more than that during the game; some spells can boost your life total to more than 20. You **win** if your opponent's life total drops to 0 or less or if your opponent can no longer draw a card. You can damage your opponent by casting spells, attacking with your creatures, or using the effects of other cards in play. When your opponent tries to damage you, you can defend yourself with other spells, block or destroy your opponent's creatures, or even turn her own cards against her.

GETTING STARTED

To play, each player needs a deck of at least forty cards. You can build your deck from a selection of all the cards you own; you don't have to confine yourself to cards from a particular starter deck. You'll also need some way of keeping score. Some players use pencil and paper, while others prefer counters or some other method. It's best to have a large, flat area for laying out your cards; expect a game in progress to take up most of a standard card table.

To begin the game, both players shuffle their decks. You must also give your opponent the opportunity to shuffle or cut your deck. Once both decks have been shuffled, they're put face down on the table. If you're playing for ante, then each player turns over the top card and lays it face up. This card is the ante; whoever wins the game will get to keep both cards. Set the ante cards aside, because you're going to need plenty of room!

Each player then draws an opening hand of seven cards from his or her deck. After you draw your initial hand, the rest of your deck becomes your draw pile, or *library*. Near your library, leave some space for a **graveyard**, or discard pile. Most of the cards you bring into play will go into your *territory*, or your half of the playing surface. A few of your cards may go into your opponent's territory instead. If you play cards in enemy territory, be sure to retrieve them when the game is over. As some experienced players have discovered many times, this is an easy way to lose a great card!

You are now ready to start a game, or *duel*. Determine randomly who goes first. If you and your opponent duel again afterward, whoever loses this duel will get to go first next time.

THE CARDS

There are two basic types of cards, spells and **lands**. Lands are easy to spot; they say "land" in between the picture and the text box. Lands are the most common kind of card in **Magic**, since they usually provide the *mana*, or magical energy, for all your spells. You can lay

out one land per turn, and you may use the land for mana as soon as it is in play.

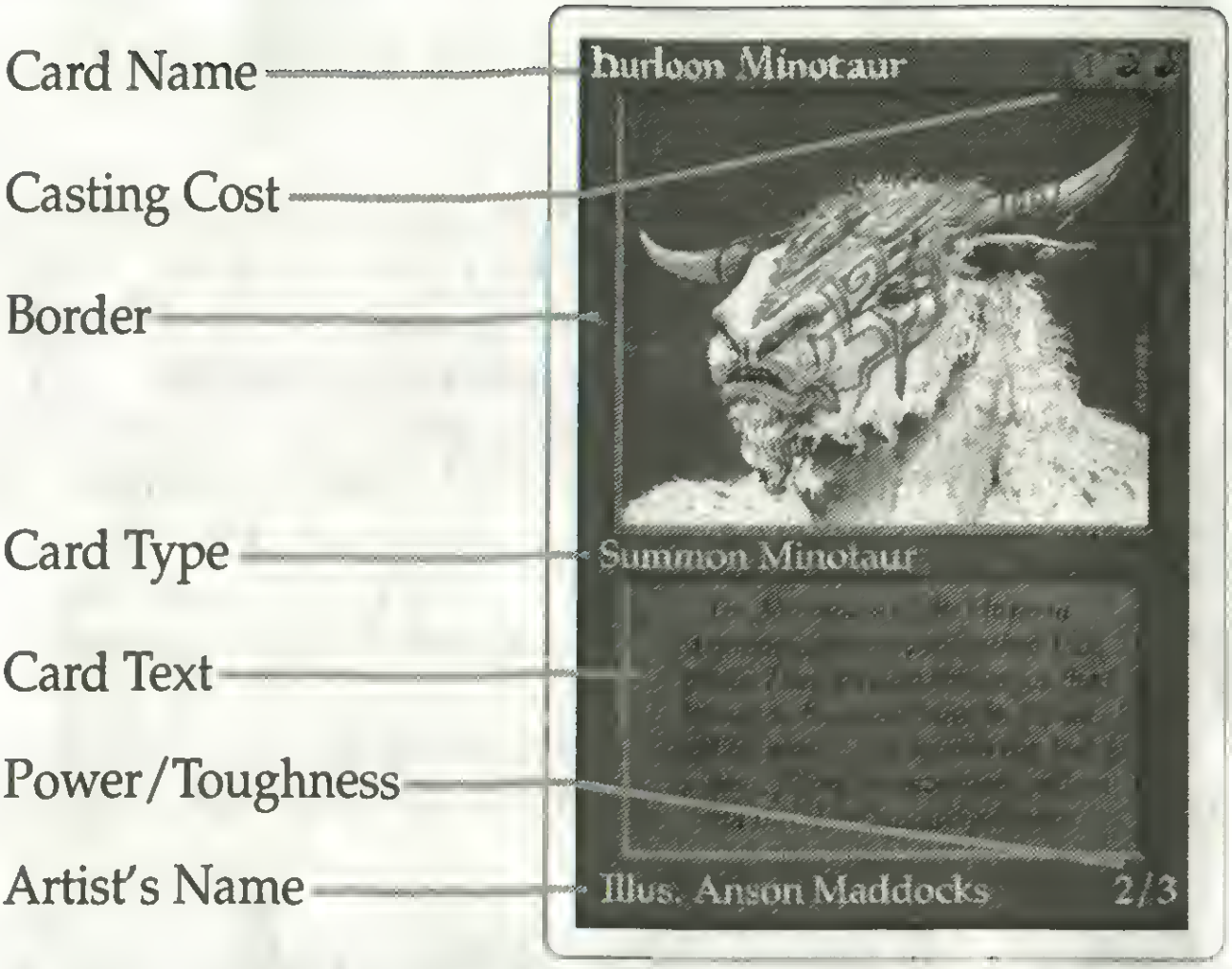
When you get mana from a land, you have to *tap* that land. Tapping a card means turning it sideways. This indicates to you and to your opponent that the card's effects have been temporarily used up. Don't worry; your cards will *untap* at the beginning of your next turn. The symbol ⟳ (tap) on a card indicates that if you use that card to generate a particular effect, you have to tap it (turn it sideways). The particular effect that card generates is listed right after the ⟳ symbol.

When you tap a land, you get a point of mana to add to your **mana pool**. You can then use this mana to cast spells.

There are five different types of **basic lands**, each of which produces mana of a different color. Correspondingly, there are five different **colors** of spells, each of which has a particular character (see "Color Chart" below). There are also colorless and multicolored spells. We'll discuss spell color in greater detail a little later.

COLOR CHART

Black Magic: Black magic's power comes from the swamps and bogs; it thrives on death and decay. Many wizards shun black magic's self-destructive nature even as they long for its ruthlessness. Black's traditional foils are green and white.



Blue Magic: Blue magic flows from the islands and thrives on mental energy. Other wizards fear the blue magicians' ability with artifice and illusion, as well as their mastery of the elemental forces of air and water. Blue's traditional foils are red and green.

Green Magic: Green magic gets its life from the lush fecundity of the forest. Like nature itself, green magic can bring both soothing serenity and thunderous destruction. Green's traditional foils are blue and black.

Red Magic: Red magic feeds on the vast energy boiling deep in the heart of the mountains. Masters of

earth and fire, red magicians specialize in the violence of chaos and combat. Red's traditional foils are blue and white.

✸ **White Magic:** White magic draws its vitality from the untouched, open plains. Though white magicians focus on spells of healing and protection, they also devote plenty of time to the chivalrous arts of war. White's traditional foils are black and red.

THE CARDS, CONTINUED

Now that you've identified the land cards, the other ones must be spells. Notice that none of them actually say "spell" on them; that's because there are six different types of spells and it's important to know which type you're casting. So spells are labeled as instants, interrupts, sorceries, enchantments, artifacts, and summons. The differences between these various types of spells will be discussed in detail later on. The main differences are as follows:

- *Instants* and *interrupts* (both of which are considered *fast effects*) are one-time effects that go to the graveyard as soon as they are cast. You can cast fast effects during your opponent's turn.
- *Sorceries* are also one-time effects that go to the graveyard as soon as they are cast. You can cast sorceries only during your own turn.
- *Enchantments (including enchant worlds), artifacts,* and *summons* (creatures) are permanent spells that remain in play when cast. Once a **permanent** is in play, you don't have to pay the casting cost again. The

permanent will remain in play until it is destroyed. You can cast permanents only during your turn.

Let's take a look at a sample spell card, the Hurloon Minotaur. We'll look briefly at each of the labeled sections, then come back and look more closely at some of the concepts involved.

Card Name: In this case, the card's name is Hurloon Minotaur. Don't count on the "summon" line to give you the complete name of a creature.

Casting Cost: This is the cost, in mana, to cast the spell that the card represents. The cost to bring the Hurloon Minotaur into play is 1 2 2. This stands for two red mana and one "extra" mana. The "extra" mana in a **casting cost** can be paid for with mana of any color or with colorless mana. For a more detailed explanation of casting cost, see "Basic Spellcasting" on p. 11.

Border: The border serves as an easy visual reminder of the color of the card. A spell's color is technically defined as the color of the mana required to cast it, not counting the "extra" mana. The Hurloon Minotaur requires red mana, so it is a red spell when cast and a red creature while in play. The border helps you remember its color.

Card Type: This card is a summon spell ("Summon Minotaur"), so it is a permanent. Once cast, summon spells remain in play as creatures.

Card Text: This text box will contain extra information

about the card, describing any special abilities it may have. The Hurloon Minotaur doesn't have any special abilities, so the text box is filled in with *flavor text*. Flavor text is written in italics and has nothing to do with actual game play. We just put it in there to let you know more about the history and multiverse of Dominia.

Artist's Name: In this case, the artist is Anson Maddocks.

Power and Toughness: Only creatures will have power and toughness ratings, so any card with numbers in the lower right corner is a creature. The numbers indicate the creature's *power*, or attack strength, and *toughness*, or defense strength. The Hurloon Minotaur has a power of 2 and a toughness of 3. Power and toughness are explained in detail under "The Care and Feeding of Creatures" on p. 17.

BASIC SPELLCASTING

Let's take a closer look at the casting cost of a spell. The **casting cost** is always written in *mana symbols*. For each of the five colors of mana, there is a separate, distinct symbol; each time that symbol appears, it represents one mana of the appropriate color. Numbers in gray circles represent "extra" mana, which can be any color, any combination of colors, or colorless. To cast a spell, you must pay its entire casting cost. A spell with a casting cost of {U} would require one blue mana to cast. A spell with a casting cost of {1}{U} would require one blue mana plus one other mana. This other mana could also be blue, or it could be black, green, colorless, or whatever.

Okay, a quiz: what's the difference between a spell with a casting cost of 2 and one with a casting cost of 1 ? If the only lands you have in play are one forest, which provides green mana, and five mountains, which provide red mana, the distinction is important. You could cast the first spell using two mountains and your forest. You couldn't cast the second spell, because it requires two green mana and you only have one forest.

Any card whose casting cost includes more than one color of mana is considered multicolored; it is all the colors in its casting cost. For example, a card with and in its casting cost is considered both black and red. Thus, a spell that affects only black cards would affect it, and a spell that says it does not affect red cards would not affect it. Either Circle of Protection: Black or Circle of Protection: Red would prevent damage dealt by this card.

Occasionally you will see X in the casting cost of a spell. This represents a variable amount of mana, which can be any color or colorless. For such *X spells*, X can be any number, even 0. The text of an X spell will explain what the X represents. For example, the casting cost of the Disintegrate spell is X . The card text reads, in part, "deals X damage to any target creature or player." So if you cast Disintegrate using four mana of any color plus one red mana (the), the spell will deal 4 damage to the target of your choice.

That brings us to another element of spellcasting: targeting. Some spells must have a valid target or you

can't cast them. For example, you can't cast an "Enchant Creature" spell without a suitable creature on which to cast it. Likewise, you can't cast a spell that "destroys target red permanent" unless it's aimed at a red permanent.

That's enough to cover basic spellcasting for now. We'll revisit some of the more complex issues of spellcasting later on.

THE PHASES OF A TURN

In **Magic**, each player's turn is divided into seven smaller parts called *phases*. You may not always have something to do during a given phase, but that phase still happens. The phases take place in the following order:

- Untap
- Upkeep
- Draw
- Main (in any order):
    - Play one land
    - Make one **attack**
    - Cast spells
- Discard
- End
- Heal creatures and clear temporary effects

Your turn starts with your untap phase. Any of your cards that were tapped become untapped.

After untap comes upkeep. Some cards require you to perform a particular action during this phase. Such

cards will say what this action is and what the consequences are if you don't do it. If you don't have such a card in play, then you don't have to do anything during this phase.

Next, draw one card from the top of your library. If you don't have any cards left to draw, you lose. During your main phase, you may do any or all of the following, in any order:

- Put one land into play
- Make one attack (more on this later)
- Cast spells

You may cast sorceries, enchantments, artifacts, and creature summons before and after the attack, but not during it. As long as you have enough mana to pay for them, you can cast all the spells in your hand if you want to.

If your hand has more than seven cards in it at the end of your main phase, you must discard back down to seven during the discard phase. You can't discard if you have seven or fewer cards. Your graveyard, or discard pile, must always remain face up.

Why do we call "end" a phase? Well, it isn't always obvious when you're done, so you must tell your opponent you're ready to end your turn.

At the end of your turn, all surviving creatures heal from any damage they have taken, and all "until end of turn" effects wear off. Notice that creatures on both sides, not just yours, heal back to full capacity at the end of your turn.

A SAMPLE GAME

So, are you confused yet? Relax—you know more than you think you do. To prove it, let's start a sample game and see if you can keep up. For now, we'll use simplified examples; as you learn more about the rules, you'll see how things can get a little more complex.

Brett and Keisha each have a deck of about sixty **Magic** cards. Brett has a stack of twenty stones to use as life, plus a few extra stones to mark any of his cards that get played in Keisha's territory. Keisha prefers to keep her score with pencil and paper. She also has a few sticky notes to put on any of her cards that get played in Brett's territory.

First Keisha and Brett shuffle their own decks and cut each other's deck. They set aside the top card of each deck as the ante and draw their first seven cards. They flip a coin; Brett gets to go first. Whoever loses this duel will go first next time.

Since this is Brett's very first turn, he won't have anything to do during his untap and upkeep phases. He draws a card (draw phase) and lays down a mountain (main phase). He has more land in his hand, but he can only lay out one land per turn, so the mountain will have to do for now. He does have a spell he can cast, though, so he taps the mountain and casts a Lightning Bolt. Lightning Bolt is an instant that costs , which Brett can get from the mountain. It deals 3 damage to any target. There aren't any creatures in

play yet, but he still has a valid target: Keisha! "Any target" includes players, too. So Keisha's life total drops from 20 to 17, and she hasn't even had a turn yet. Brett can't cast any more spells because his mountain is tapped, so he tells Keisha he's done (end phase).

This is Keisha's first turn, so she doesn't have anything to do during untap or upkeep. She draws a card (draw phase) and discovers that she doesn't have any land in her hand. With no land she doesn't have any mana to cast a spell, so she can't do anything during her main phase either. She still has eight cards in her hand, so she has to discard one of them. She does so (discard phase), then tells Brett she's done (end phase).

Brett untaps his mountain (untap phase) and still has nothing to do during his upkeep phase. He draws a card (draw phase) and lays down a forest (main phase). He then taps the forest to cast Wild Growth, an "Enchant Land" card (also main phase). Wild Growth must be cast on a particular land; whenever Brett gets mana from that land, it will yield {G} in addition to its normal mana. Brett puts the Wild Growth on his mountain. Now every time he gets mana from that particular mountain, he will get {R} *and* {G}. He tells Keisha he's done (end phase).

Keisha doesn't have any untapping or upkeeping to do, so she draws and gets a land this time. She lays out the swamp, taps it, and uses the mana to cast a Dark Ritual. Dark Ritual is an interrupt that costs {B} to cast and puts {B}{B}{B} in Keisha's mana pool. She uses this mana to cast Scathe Zombies, a summon spell with a

casting cost of 2 . Once successfully cast, the Zombies card becomes a 2/2 creature. Keisha would really like for her Zombies to run over and stomp on Brett—she's still annoyed about the Lightning Bolt thing—but they can't. Why not? That'll be covered in the next section, "The Care and Feeding of Creatures." So Keisha tells Brett she's done.

We'll get back to our sample game in a moment. But since we now have a creature on the table, it's time to look a little more closely at creatures in general.

THE CARE AND FEEDING OF CREATURES

In **Magic**, creatures will usually be your main line of attack and defense. Creatures come into play whenever a summon spell is successfully cast. Remember that summon spells are **permanents**, so creature cards remain in play and you don't have to pay their casting costs again. Creatures can participate in combat—attacking, defending, and dealing damage to the players and to each other.

All creatures have two numbers separated by a slash in the lower right corner of the card. The first of these numbers indicates the creature's **power**, the amount of damage this creature deals in combat. The second number represents the creature's **toughness**, or the amount of damage the creature can absorb before it dies. When something changes a creature's power and toughness to specific numbers, such as 0/2, play as if these numbers appear on the card. Other cards may legally change these numbers.

Remember the Hurloon Minotaur on page 10? It has a power of 2 and a toughness of 3. If the Minotaur engages in combat with another creature or damages your opponent, it deals 2 damage. If it receives 3 damage, either in combat or from some other **source**, it has taken *lethal damage*.

When a creature receives lethal damage, it goes to the **graveyard**. Any non-lethal damage a creature receives is erased at the end of every turn. For example, if the Minotaur receives 1 damage during an attack, it will heal back up to full strength as soon as the turn ends.

Many spells in **Magic** can prevent damage to your creatures. **Damage prevention** spells help your creatures stay alive to fight more battles for you.

So, why couldn't Keisha attack with her Zombies in the sample game? A creature can't attack during the turn it was summoned. **Magic** players have a couple of nicknames for this: **summoning sickness** and "jet lag" are two of the most popular. Anything that brings a creature into play on your side causes it to have summoning sickness. Note that while you can't attack with a newly summoned creature, you *can* use it to defend during your opponent's next turn.

CREATURE COMBAT

During your turn, you may make one attack, sending your creatures out to do battle with your opponent. This attack, which is one of the optional actions you can take during your main phase, can include any

number of your creatures. Either player may use fast effects during the attack, but no one can cast sorceries or lay out permanents during the attack.

Keep in mind that when you attack, you *always* attack your opponent. You can't attack your opponent's creatures, and you can't attack yourself or your own creatures.

The basic steps in the attack are as follows:

- Declare attackers
- Declare defenders
- Resolve damage

To begin the attack, you must announce that you are attacking. Next, tell your opponent which of your creatures are attacking, and tap them. You must declare and tap all of your attackers now; you can't add or subtract creatures later on. Creatures that are already tapped can't attack.

Now your opponent declares which of her creatures are blocking yours. Only her untapped creatures may block; tapped creatures are unavailable. Keep in mind that your opponent gets to choose which creatures block which; you can't launch an attack directly at any of your opponent's creatures. Each of your opponent's defending creatures can be assigned to block one of your attacking creatures. Multiple defenders can block one attacker, but one defender can't be assigned to block multiple attackers. Defending doesn't tap a creature.

Once the blockers have been assigned, the creatures deal their damage. During this damage resolution step,

neither player may use any fast effects except **damage prevention** effects and interrupts. Attacking creatures deal their damage to the defenders blocking them, while defenders deal their damage to the attackers they block. If more than one defender blocks a single attacking creature, whoever controls the attacking creature gets to split its damage as desired among the defenders blocking it. Attacking creatures that aren't blocked deal their damage to the defending player. Creatures that take lethal damage go to the graveyard.

Another quiz: Do you remember how much damage these creatures deal, or how you can tell whether or not they've taken lethal damage? You can find the answer under "The Care and Feeding of Creatures" on p. 17. Creatures deal damage equal to their power. If they take damage equal to or greater than their toughness, they have taken lethal damage and go to the graveyard.

Those are the basics of creature combat. There are some other elements that can make it a little trickier, but for now, let's check in with Brett and Keisha and see how that game is going.

SAMPLE GAME, CONTINUED

Keisha has just cast Scathe Zombies, a 2/2 creature. It's Brett's turn.

Brett untaps his forest and draws. He lays down a mountain. He taps that mountain and the mountain with Wild Growth on it. The first mountain gives him ●, while the second one gives him ●●; the extra ●

comes from the Wild Growth enchantment. He uses this mana to cast a Hurloon Minotaur. The Minotaur, as you may remember, has a casting cost of 1 and becomes a 2/3 creature when cast. Brett can't attack with his Minotaur because it has summoning sickness, so he tells Keisha he's done.

Keisha untaps her swamp and draws. She lays down a forest and decides against casting any spells for now. Her Zombies could attack if she wanted them to, but she sees the Minotaur on Brett's side. Although the Minotaur can't attack yet, it can still defend, and if it blocked the Zombies it would deal enough damage to kill them. Keisha decides discretion is the better part of valor and tells Brett she's done.

Brett untaps his mountains, draws a card, and then decides to attack. He declares that he is attacking and taps the Minotaur. He'd love to kill Keisha's Zombies, but he can't attack them directly; he has to attack Keisha and leave it up to her to decide whether or not her Zombies will block. She looks at the power and toughness of each of the creatures. Her Zombies are 2/2; the Minotaur is 2/3. If she blocks the Minotaur with her Zombies, each of them will take 2 damage since each creature has a power of 2. The 2 damage would kill her Zombies, which have a toughness of 2. The Minotaur, with a toughness of 3, would survive.

Keisha doesn't think that's a very good deal, so she decides not to block with her Zombies, hoping that she can find some way to take care of the Minotaur

before too much longer. She tells Brett she's not blocking and takes 2 damage from the Minotaur. Between that and the Lightning Bolt she took earlier, she is now down to 15 life. His attack over, Brett taps his mountain—the one without the Wild Growth—and summons Mons's Goblin Raiders, a 1/1 creature with a casting cost of ●. He could have summoned the Goblins before his attack, but he was waiting to see what would happen. Brett has no further spells to cast, so he tells Keisha he's done.

Keisha doesn't have anything to untap, so she draws. She taps her forest and her swamp and summons Grizzly Bears, a 2/2 creature with a casting cost of 1●. She then declares she's attacking. Though the Grizzly Bears can't attack due to summoning sickness, Keisha still has her Zombies, which she taps. Brett decides to block them with his Goblins. It would be really great if he could block with his Minotaur, but it's still tapped from last turn's attack, and tapped creatures can't block.

The Zombies and Goblins are now in combat. The Zombies (2/2) deal 2 damage to the Goblins. At the same time, the Goblins (1/1) deal 1 damage to the Zombies. The Zombies live, but the Goblins die and are put into Brett's graveyard. Even though the Zombies did more damage to the Goblins than necessary to kill them, the "extra" 1 damage does *not* go through to damage Brett; unless the card specifically says otherwise, only unblocked creatures get to deal their damage to the defending player. Keisha tells Brett

she's done. At the end of her turn, the damage to the Zombies is healed.

Brett untaps his mountain and his Minotaur and draws a card. He taps his mountain again to summon another Mons's Goblin Raiders. Brett then lays out a swamp, taps it, and casts Unholy Strength, an "Enchant Creature" spell that gives a creature +2/+1. It has a casting cost of ●. Brett casts the Unholy Strength on his Goblins, making them considerably less wimpy. With the +2/+1 added to the Goblins' original 1/1, the Goblins are now 3/2.

Next, Brett declares his attack and taps his Minotaur as an attacker. The Goblins can't join in the attack (you guessed it—summoning sickness). Keisha's Zombies are tapped from her last attack, so she can't use them to defend. If she wanted, she could defend with the Bears, but they are 2/2 and the Minotaur is 2/3. In combat the Bears would die and the Minotaur would survive. She's still not willing to make that trade, so she chooses not to block. She takes 2 more damage and is now down to 13 life. Brett has no spells to cast after the attack, so he tells Keisha he's done.

Keisha untaps her forest, her swamp, and her Zombies and draws a card. She lays out another forest and taps it. Then she taps her swamp. She uses the mana to summon another Grizzly Bears (a 2/2 creature with a casting cost of 1●). She then declares her attack and taps her Zombies. Her latest Bears, of course, can't attack this turn because they were just summoned. Her first Bears could attack, but she chooses to attack only

with the Zombies. Brett decides to block the Zombies with his Goblins. The Zombies are 2/2, and the Goblins with Unholy Strength are 3/2, so Brett expects both creatures will die.

But wait! Keisha has a fast effect to play before the damage resolution step. She taps her last forest and casts Giant Growth, an instant with a casting cost of 🌳. Giant Growth gives a creature +3/+3 until the end of the turn. Keisha casts it on her Zombies, making them suddenly 5/5! They deal 5 damage to the Goblins, who can only absorb 2. The Goblins deal 3 damage, but the Zombies can handle 5. Thus the Goblins go to Brett's graveyard but the Zombies survive. The Unholy Strength enchantment that was on the Goblins has to go to the graveyard too; it was destroyed along with the Goblins. Again, the "extra" damage doesn't carry over to Brett; the Goblins just get extra squashed. Keisha tells Brett she's done. The damage to the Zombies is healed, and the +3/+3 from the Giant Growth wears off.

Brett untaps his mountain and swamp and draws a card. He then taps his forest, the mountain with Wild Growth, and the swamp. He uses this mana to cast a Giant Spider, a 2/4 creature with a casting cost of 3🌳. He then declares his attack and taps his Minotaur as the attacker. Keisha decides that this time she's going to block the Minotaur with both of her Bears—yes, she can do this. The Bears are each 2/2, so each of them will deal 2 damage to the Minotaur, for a total of 4. The Minotaur is 2/3, so it gets to deal 2 damage before it dies. As the attacking player, Brett gets to decide how

this damage is distributed among the Bears. He could deal 1 damage to each of them, but then they would both survive the attack. So he decides to distribute both points of damage to the Bears on the left. The Minotaur and the Bears on the left go to their respective graveyards, while the Bears on the right survive. After a few pithy comments about people ganging up on a guy, Brett tells Keisha he's done.

Keisha untaps her forests and her swamp and draws a card. She lays out a mountain and declares her attack. She taps her remaining Bears and her Zombies as attackers. Brett has only one creature on his side: the Spider. He can only block one of Keisha's attackers with it, since a defender can't block more than one attacker. He chooses to block the Zombies with his Spider. The Zombies (2/2) deal 2 damage to the Spider. The Spider (2/4) deals 2 damage to the Zombies. The 2 damage is enough to send the Zombies to the graveyard, but the Spider survives. Meanwhile, the Bears go through unblocked and deal their 2 damage to Brett. Brett is now down to 18 life.

After her attack, Keisha taps her mountain and casts a Lightning Bolt on the Spider! Lightning Bolt is an instant with a casting cost of ; it deals 3 damage to any target. By itself, the Bolt wouldn't have been enough to kill the Spider. But the Spider has already taken 2 damage from the Zombies this turn, and the damage from the Bolt makes a total of 5. Since the Spider has a toughness of 4, it dies and goes to Brett's graveyard.

Keisha really wishes she had a Raise Dead, a sorcery with a casting cost of {B}. Raise Dead would allow Keisha to take her Zombies back out of her graveyard and put it into her hand. Maybe she'll draw one next turn. Keisha tells Brett that she's done, and he replies that he certainly hopes so.

Well, that battle is really starting to heat up. Before we continue it, though, it's time to revisit some of those basic rules in a little more depth.

ADVANCED SPELLCASTING

You already know the basics of how to cast a spell. Now let's look a little more closely at spells, starting with properties of certain **permanents**. Permanents, as we said earlier, are spells that stay in play once cast; you don't have to pay the casting cost again to keep them in play. Enchantments, summons (creatures), and artifacts are all permanent spells. Land is also considered a permanent, although it isn't a spell.

Some permanents have *activation costs*, which are costs required to generate special effects those permanents can provide. Activation costs are usually written in the following format: [cost]: {effect}. Only a permanent's **controller** can pay its activation cost and generate its special effect. The controller of a permanent is usually the person who cast it, although some spells allow you to "steal" your opponent's permanents and become their controller. If you take control of an opponent's card during the course of a game, always return it to its owner at the end of game unless the card you used

to gain control specifically states that you become the owner of the controlled card. If the controlled card is put into the graveyard during play, bury it in its owner's graveyard.

Paying the activation cost of a permanent is always optional; you don't have to use a card's special ability unless you want to. Unless the card specifies otherwise, you can use a special effect anytime you can use an instant, such as during your opponent's turn. Some special abilities specify that they are played "as interrupts"; this means you can play them whenever you can play an interrupt. Don't worry too much about this distinction just yet; the difference won't be important until later, when we start worrying about timing. Even though these effects are played like instants or interrupts, it's important to remember that they are *not* really instants, interrupts, or any other kind of spell, so things that affect instants, interrupts, or spells won't work on them.

Suppose you have a creature card that says "B B, T: Jumps up and down until end of turn." You can pay two black mana and tap the card, and then the creature will jump up and down until the end of the turn.

Okay, another quiz: can you make it jump up and down during your opponent's turn? For your answer, remember that you can use a special effect whenever you can use an instant. Instants can be played during either player's turn.

These special abilities, along with instants and interrupts, are collectively known as *fast effects*. There are some pretty complex timing issues involved with fast effects, but we'll wait for a discussion of those until after you've played a couple of games.

Next, let's take a closer look at the six different types of spells.

Instants, interrupts, and sorceries are *temporary* spells that go to the graveyard as soon as they are cast. Sometimes their effects last only until the end of the turn, especially for instants. Other times, the effects of such spells may be permanent; these effects last until the end of the game. For example, Thoughtlace is a blue interrupt that permanently changes the color of another card in play to blue. In contrast, the Giant Growth spell that Keisha cast is an instant. It gives a creature +3/+3, but this bonus wears off at the end of the turn.

Some interrupts can **counter** a spell as it is being cast. If a spell is countered, it goes to the graveyard with no effect. The caster of the countered spell still has to pay the casting cost. Like instants, interrupts can be played during your opponent's turn.

Sorceries can only be cast during the main phase of your turn, and even then you can't cast them during an attack. Sorceries are powerful spells that can raise the dead, destroy lands and creatures, and wreak general havoc.

Remember, spells that require a **target** can't be cast if there is no valid target in play. See "Basic Spellcasting" on p. 11 if you don't remember what a target is.

Creatures, artifacts, and enchantments are brought into play by permanent spells. Permanent spells can only be cast during the main phase of your turn, and even then not during an attack. Once you have successfully cast a permanent spell, the card remains in play to represent whatever the spell brought into being. A permanent in play is no longer considered a spell, but rather an artifact, enchantment, or creature.

Permanents remain in play until they are killed, destroyed, or disenchanted or until the game ends. You can't just choose to get rid of a permanent once you have created it, even if it starts to do you more harm than good. Remember that land cards are also considered permanents, although they are never spells.

A word to the wise: be sure to read your permanents carefully before putting them into play! Some permanents have special abilities that affect only your opponent, but some of them will affect you too. Be sure you're not hurting yourself worse than your opponent when you put a permanent into play.

Now let's look at each of the types of permanents in greater detail.

CREATURES

Summon spells bring creatures into play. We've already covered quite a bit about creatures, but we've still got to talk about a few more details.

As you've already learned, summoning sickness prevents a creature from attacking during the turn it is summoned. If a creature has a special ability that includes the ⟳ symbol in its activation cost, that ability can't be used during the turn the creature is summoned, either. In fact, you can't use it until the creature is on your side at the very beginning of your turn—your next upkeep. If an ability's activation cost doesn't have the ⟳ symbol in it, you can use that special ability right away.

If a creature has a special ability that doesn't require an activation cost at all, then that ability is always "on," even when the creature is tapped.

All summon spells say "Summon <creature type>" between the picture and the text box. This is because a few spells affect all creatures of a given type. For example, if you cast a spell that had some effect on all bugs in play, it would affect all cards that said "Summon Bug."

Some creatures say "Summon Wall." *Walls* are special creatures that lack the ability to attack. Many walls have a power of 0, while others can actually deal damage. Even if a wall can deal damage, it can only be used to block an attacking creature. For all other purposes a wall is a normal creature, so it can be enchanted, killed, and so on just like other creatures.

Legends are considered creatures except that there may be only one legend of the same name in play at a time. If a second legend of the same name is brought into

play, it's immediately buried. If more than one legend of the same name is brought into play at the same time, all of them are buried.

ARTIFACTS

Artifacts are magical devices that have certain effects on the game. Unlike other types of spells, artifacts are colorless; they can be cast with any color of mana, or with colorless mana. Some artifacts have a continuous effect that is always "on" whenever the artifact is untapped and in play. Other artifacts require you to pay an activation cost to trigger their effects. If an artifact effect doesn't have an activation cost listed, it's continuous. Unlike creatures, artifacts can be used during the same turn they come into play.

Some artifacts, however, are also creatures. These say "artifact creature" as their spell type. Artifact creatures must follow the same rules as other creatures, so an artifact creature can't attack during the same turn it is brought into play. However, artifact creatures aren't summon spells; they're artifact spells.

Tapping a non-creature artifact always turns it "off," even if the artifact's ability doesn't have a in its activation cost. Tapping an artifact creature doesn't necessarily turn it "off," since artifact creatures follow the creature rules. A tapped artifact creature can still use a special ability as long as it doesn't have a in its activation cost.

ENCHANTMENTS

Magic includes many kinds of enchantments. Some of them target a particular type of permanent already in play, so you can play them on creatures, artifacts, lands, or even other enchantments. It's pretty obvious which of these are which: they say "Enchant Land," "Enchant Creature," and so on. These enchantments are considered *targeted;* you can't cast them if there is no valid target in play.

Other enchantments just say "Enchantment" as their spell type. These are *global* enchantments. They always go into play in your territory; you can't play them "on" your opponent. Global enchantments don't require a target.

Unlike many other cards, enchantments never tap. Even if an enchantment is on a tapped creature, it's always "on."

Enchant world cards are treated like enchantments, except that only one enchant world may be in play at a time. If one enchant world is brought into play while another is already in play, the one already in play is buried.

Well, now that you know nearly all there is to know about the different types of spells, it's time to revisit creatures one last time.

CREATURE SPECIAL ABILITIES

Many creatures have one of the following special abilities listed as the first thing in the text box of the crea-

ture card. Some creatures will have more than one special ability, although most have only one.

Regeneration: Some creatures have the ability to regenerate, usually with an activation cost. If such a creature takes enough damage to send it to the graveyard, you can pay the activation cost for its regeneration ability and prevent it from dying. Keep in mind that this ability doesn't allow regenerating creatures to come back from the dead; if you don't pay for the regeneration, the creature goes to the graveyard and stays there like any other creature. (Though you can't use most fast effects during the damage resolution step, you *can* use **damage prevention** abilities, including regeneration. For more information, see "damage prevention" in the glossary.)

For example, Drudge Skeletons is a black 1/1 creature with the ability ": Regenerate." If your Skeletons take lethal damage, no matter how much, you can save them from going to the graveyard if you pay . If they are killed again the same turn, you may spend another to regenerate them again. If you don't pay this cost, they go to the graveyard and stay dead.

When a creature is regenerated, it returns to life tapped and fully healed. All of the creature's enchantments remain. Creatures killed while they are tapped can still be regenerated. But if a creature gets hit with a card that says it **buries** or **sacrifices** the creature, the creature can't regenerate and goes directly to the graveyard. You can't regenerate a creature that is **removed**

from the game either; such a creature must be set aside and returned to its owner only when the game is over.

If a creature regenerates during combat but before the damage resolution step, then it doesn't deal or receive any damage.

First Strike: During the attack, a creature with first strike deals all its damage before receiving any. If it deals enough damage to destroy the opposing creature, it doesn't take any damage since the other creature dies before getting a chance to strike. For example, if a White Knight (2/2, first strike) blocked a normal 4/1 creature, the 4/1 creature would take 2 damage and die before it was able to deal its 4 damage to the Knight. First strike isn't a guarantee of survival, though; if the Knight tried to block a Giant Spider (2/4), the Knight would still deal its 2 damage first, but that wouldn't be enough to kill the Spider. The Spider would then get to deal its 2 points to the Knight and the Knight would die.

If two creatures with first strike oppose each other, they deal their damage simultaneously but before anybody else. Giving a creature that already has first strike an extra first strike enchantment doesn't make it any faster.

Trample: In the sample game, we said that any "extra" damage beyond what is needed to kill a blocking creature doesn't carry through to damage the defending player. We also said that only unblocked creatures can ever damage an opponent. Trampling creatures get around both these restrictions.

If an attacking creature has trample ability, it can roll right over defending creatures and deliver any unabsorbed damage to the defending player. For example, if your opponent's Scryb Sprites (1/1) blocked your War Mammoth (3/3, trample), the Sprites would die and the "extra" 2 damage would carry through and hit your opponent. This damage is called *trample damage.*

When you're resolving damage from multiple creatures, trample damage is always assigned last. This may not make much sense to you now, but it'll be important later.

Flying: Only creatures with flying can block other creatures with flying. If you attack your opponent with a creature that can fly, and none of her creatures can fly, your creature gets through unblocked no matter how many nasty creatures she has. Even better, any untapped flier you have can still block her nonfliers when it's their turn to attack.

Landwalk: Some creatures have a special stealth ability that is commonly called landwalk, although the cards don't actually say "landwalk." Instead, they say "swampwalk," "forestwalk," "islandwalk," or the like. Creatures with a particular landwalk can't be blocked if the opponent has a land of that type in play.

For example, Shanodin Dryads are 1/1 forestwalking creatures. If you have Dryads in play, your opponent has a forest in play, and you decide to attack with your Dryads, your opponent can't block them. Even if your

opponent has Dryads or other forestwalkers in play, they can't block your Dryads either.

Banding: Creatures with the ability "banding" may choose to join forces with other creatures during an attack or defense.

You can form a band of attacking creatures out of any number of creatures that have banding; you can even include one creature that doesn't have banding. You must declare which creatures you want to band when you declare your attack; attacking bands can't form or disband after your opponent declares defense. When your banded group of creatures attacks, your opponent's creatures have to block this band as one or let it through as one. If a defending creature blocks any of the banded creatures, then it blocks them all. Any damage this defending creature deals gets distributed among the creatures in your attacking band as you desire. Banding doesn't allow creatures in a band to "share" other special abilities.

Did you catch all that? Here's a quiz to find out: You have a Benalish Hero (1/1, banding), a Mesa Pegasus (1/1, flying, banding), and a War Mammoth (3/3, trample). You want to attack with these three creatures. Can you band them? For your answer, read the first sentence in the above paragraph. You can form an attacking band out of any number of banders plus up to one non-bander. So the Hero, Pegasus, and Mammoth can band to attack.

Quiz, part two: Can a creature without flying block this band? For your answer, remember that banding

doesn't allow creatures to "share" other special abilities. The Pegasus still flies, but the Hero and the Mammoth can't. Also, if one of them is blocked, then the whole band is blocked. So a non-flier could block the Hero or the Mammoth and thereby block this band.

Quiz, part three: Would the band trample? No, since banding creatures don't "share" special abilities. The Mammoth, however, would still trample.

Quiz, part four: If your opponent blocks the band with a 2/2 creature, how much trample damage gets through? Now's the time to dig out that sentence about trampling, the one that didn't make sense earlier. Trample damage is always assigned last. So if the Hero/Pegasus/Mammoth band gets blocked by a 2/2 creature, the damage from the Hero and the Pegasus kills the defending creature and all 3 points of the Mammoth's trample damage carry over to your opponent.

Quiz, part five: If that 2/2 creature blocks your band as described above, how many of your creatures die? The answer is up to you; since you're the band's controller, you get to assign the damage among all the creatures in the band. You probably want to assign both points of damage to the Mammoth; that way, all of your creatures survive.

Quiz, part six: If your opponent blocks the band with a 4/4 creature instead, how many of your creatures die? Again, the answer is up to you. Most likely, you'll want to assign all 4 points to the Hero, keeping the

Pegasus and Mammoth alive. Yes, you can do that; when we say you can distribute the damage however you like, we really do mean however you like, so long as all the damage ends up hitting one or more of the creatures in your band.

Banding works a little differently when you're defending. In the sample game, Keisha blocked Brett's Minotaur with two Bears. Brett then got to decide how the Minotaur's damage would be distributed between the Bears. If one of the Bears had had banding, however, Keisha would have gotten to distribute the damage.

If even one creature in a defending group has banding, then the controller of the group gets to decide how the attacker's damage gets distributed. For example, you can block one really big attacker with four creatures. If even one of your defenders has banding, you get to decide how the attacking creature's damage gets assigned. Remember, though, that only creatures that could legally block the attacking creature on their own can band together to block the attacker.

This damage-sharing ability only applies to damage taken in combat. Other damage, like that from Lightning Bolts, still hits only the creature it targets.

Protection: Creatures with "protection from" a particular **color** are mostly invisible to cards of that color. For an example, we'll use the color blue, but protection works the same way if the creature has protection from any other color.

A creature with protection from *blue* has the following abilities:

- It can't be blocked by *blue* creatures.
- Any damage it takes from a *blue* **source** is reduced to 0.
- No *blue* spells or effects can specifically target it. Any *blue* spells or effects that don't target that creature in particular can still affect it, but if they deal any damage, that damage is reduced to 0.
- No *blue* enchantments can be played on the creature. Any *blue* enchantments already on the creature are destroyed when it gets protection from *blue*.

"Inflatable" Creatures: Some creatures have an activation cost that lets you increase their power and/or toughness. For example, the Frozen Shade (0/1) has the following special ability: " : +1/+1 until end of turn." This means that for every you spend, the Shade gets +1/+1, but this bonus wears off at the end of the turn. You can spend as much black mana as you like to increase the Shade's power and toughness each turn. Some players call these creatures "inflatable" because you can pump them up. This ability can be used even when the creature is tapped.

Rampage: After defense is chosen but before damage is assigned, an attacking creature with "Rampage: *" gets +*/+* until the end of the turn for each creature beyond the first assigned to block it. The * varies but is defined on the rampaging creature's card.

A Final Note: Some enchantments and instants in **Magic** can convey one of these creature special abilities

to a creature that doesn't naturally have it. If you've got a creature with that kind of enchantment on it, just pretend like the text for that special ability appears in the text box of the creature card—at least until the enchantment is removed.

You're well on your way to becoming a master wizard now! Let's take a more detailed look at the turn sequence, and then we'll see how Brett and Keisha are getting along.

MORE ON THE TURN SEQUENCE

We outlined the phases of a turn earlier; now it's time to examine each of them a little more closely.

Untap: At the beginning of your turn, all of your cards untap simultaneously. You may not "forget" to untap any of your cards. Neither you nor your opponent may use spells or fast effects during untap.

Upkeep: Cards that require action during your upkeep phase tell you specifically what you need to do. Any player may use fast effects during upkeep.

Draw: Draw the top card from your library. If you have no more cards left in your library, you lose the duel. Either player may use fast effects during draw.

Main: During your main phase, you can, in any order:

- Play one land
- Launch one attack
- Play any number of spells

The main phase is the only time you can cast sorceries or any of the permanent spells: artifacts, creatures, or

enchantments. You may not cast any of these spells during your attack. Any player may use fast effects during the main phase.

Discard: If you have more than seven cards in your hand, you must discard down to seven. You may not discard if you have seven or fewer cards in your hand. Any player may use fast effects during discard.

End: You tell your opponent you're done. Your opponent may respond to this declaration with fast effects, to which you can respond with fast effects of your own. All of these fast effects happen during your turn.

Heal creatures and clear temporary effects: All surviving creatures—both yours and your opponent's—heal back up to full strength. Effects that last "until end of turn" wear off. This phase is instantaneous, so neither player can cast fast effects.

Now let's get back to Brett and Keisha.

SAMPLE GAME, CONTINUED

Brett has no creatures left; Keisha has one Grizzly Bears (2/2). It is Brett's turn.

Brett untaps his mountain, his forest, and his swamp and draws a card. He lays down another mountain and taps it. He then taps the swamp and the mountain with the Wild Growth and uses the mana to summon a Dragon Whelp, a 2/3 creature with a casting cost of 2●●. The Dragon Whelp has the following special abilities listed: "Flying. ●: +1/+1 until end of turn. If you spend more than ●●● in this way during one

turn, destroy Dragon Whelp at end of turn." So Brett has an inflatable flier.

Next, Brett taps his forest to cast Wooden Sphere, an artifact with a casting cost of {1}. Using Wooden Sphere, Brett can pay {1} and gain 1 life each time he or Keisha successfully casts a green spell. Brett has no more spells to cast, so he tells Keisha he's done.

Keisha untaps and draws. She lays down another swamp, then taps both swamps and uses the mana to cast Deathgrip. Deathgrip is a global enchantment with a casting cost of {B}{B}; its ability reads, in part: "{B}{B}: Counter target green spell." So as long as Keisha has the black mana to spend, she'll be able to counter Brett's green spells. Keisha's not going to let Brett use his Wooden Sphere if she can possibly avoid it!

First, though, Keisha's going to cast a green spell of her own. She taps both forests and her mountain and casts Wanderlust. Wanderlust is an "Enchant Creature" that costs {2}{G}. It deals 1 damage to the target creature's controller during his or her upkeep phase. This is one of those nasty creature enchantments, so she plays it on Brett's creature, the Dragon Whelp. In response to Keisha's spell, Brett taps his last mountain to activate his Wooden Sphere. He gains 1 life, which puts him back up to 19. Keisha has no more spells to cast. She could attack with her Grizzly Bears, but Brett's Dragon Whelp would make short work of them. So she tells Brett she's done.

Brett untaps. During his upkeep phase, he takes 1 damage from the Wanderlust spell. Ouch! Brett is at 18 life.

He draws a card, then looks at Keisha's territory. He wants to cast a green spell, but he's worried about that Deathgrip enchantment. Since Keisha doesn't have any black mana she can use to pay the activation cost, Brett can cast a green spell safely, for now. He taps a forest and summons Shanodin Dryads, a 1/1 creature with a casting cost of {G}. The Dryads, as we mentioned earlier, have forestwalk. Brett then taps his swamp to activate his Wooden Sphere and gain 1 life. He's back up to 19.

Next, Brett declares his attack and taps his Dragon Whelp. The only creature Keisha has on her side is the Bears, and they couldn't block the Whelp if they wanted to, because the Whelp flies and they don't. So the Whelp will get through and deal its damage. Before it actually deals its damage, though, Brett taps two mountains to "pump up" the Whelp to 4/3. He has one more mountain, but that one has a Wild Growth enchantment on it and would give him an extra green mana that he can't use. This would be bad, since unspent mana damages its controller; see "mana pool" in the glossary for more on *mana burn*. The Whelp deals 4 damage to Keisha, bringing her down to 9 life. Brett has nothing more to do, so he tells Keisha he's done.

Keisha untaps. She's got a plan for her defense, but that Dragon Whelp is going to be trouble!

TIME TO PLAY

Now you know enough to take your cards and play a few trial games of Magic. Don't worry if you don't remember every single detail; within a week this stuff

will all seem pretty basic. Take your time and consult this rulebook when you get stuck. After you've played a couple of games, come back to this book and read the final sections.

Good luck!

TIMING

Usually, figuring out what happens first in **Magic** is pretty easy. Sometimes, though, both players want to use contradictory effects at the same time; you may have seen this happen in your trial games. **Magic** has timing rules that should cover most of these situations. These timing rules are a little difficult to understand if you haven't played at least a couple of games, though, so go ahead and try a few if you haven't done so already.

Generally, if both players want to do something at the same time, the player whose turn it is gets to go first. Every time you take an action, you *must* give your opponent the opportunity to respond with fast effects. Although we don't specifically mention this "response" step in the examples in this rulebook, don't take that to mean that it's okay to skip it. Most of the time, your opponent won't respond to every single action you take, but you've got to give her the opportunity. If you proceed to your next action without pausing, you have to "back up" if your opponent requests it.

To further complicate matters, you can respond to your opponent's response with fast effects of your own. Then she can respond to your response to her response,

and so on until you're both done or you both run out of mana. But how do you figure out what happens in the end?

RESOLVING EXISTING EFFECTS

Before you get too excited about resolving all kinds of fast responses, you need to resolve existing effects. This includes the continuous effects of permanents in play—the ones that are always "on" and have no activation cost—and the results of previous effects that have already been resolved. That way, you'll know what kind of "initial state" you're starting with when it comes time to resolve the fast stuff. Normally, this isn't a problem—but what happens if you cast an enchantment that changes one of your opponent's lands into an island, and on the next turn your opponent casts an enchantment on the land to turn it into a mountain, and then on the next turn you cast another enchantment on the land to turn it back into an island? None of these enchantments were countered or removed, so they're all sitting there on top of the land. Obviously, the land can't be both an island and a mountain at the same time!

Whenever you have multiple existing effects in play, apply them in the order that they occurred. So your first enchantment would change the land into an island. The next turn, when your opponent casts her enchantment, the land would turn into a mountain. Later, when you cast your second enchantment, it would turn into an island again. Even though the first two enchantments end up being irrelevant, they

remain on the land. After all, there are ways to turn your opponent's enchantments against her, and you wouldn't want to miss the opportunity to do this to her, would you?

RESOLVING FAST EFFECTS

Now that we've got existing effects out of the way, here comes the fun part: resolving all those fast effects. First, let's talk about interrupts.

Interrupts always happen "faster-than-instantly" and are the only type of effect that can truly **counter** another effect, though not all of them do. Interrupts are resolved immediately after they are cast, unless they themselves are interrupted. If one interrupt interrupts another interrupt, the *second* interrupt is resolved first; that way, it can truly interrupt the first one. If both players attempt to interrupt the same spell or effect—yes, you can interrupt your own spells—then any interrupts cast by the controller of the original spell or effect are resolved first.

Got that? Now let's look at other fast effects.

You can cast non-interrupt fast effects in response to any action, including other non-interrupt fast effects. The only exception is that you can't cast a non-interrupt fast effect in response to an interrupt; the interrupt is by definition faster. A "batch" of non-interrupt fast effects—responses to responses to responses—is resolved last to first. This rule is often stated as "last in, first out," abbreviated LIFO. The single exception

to the LIFO rule for non-interrupt fast effects is effects that deal damage; damage is always resolved last.

Keep the following guidelines in mind when resolving fast effects:

• Don't resolve damage or decide whether or not a creature is dead until all fast effects have been resolved. Premature burial is a very messy situation.

• Remember that destroying the **source** of an effect doesn't prevent the effect itself from happening. Once a grenade has been lobbed, it does no good to shoot the creature that threw it. The only way to actually counter an effect is with an interrupt.

• Removing or altering the **target** of an effect, on the other hand, can sometimes prevent the effect. If the target of an effect disappears or becomes invalid before the effect is resolved, that effect fizzles; you can't choose a different target once the effect is cast.

An example would probably be pretty welcome about now. Let's say that you have Grizzly Bears (2/2) in play, and you want to attack with them. Your opponent has a lot of creatures to block with, but none of them fly. So you cast Jump, a blue instant that grants flying until end of turn, on the Bears. Your opponent responds to the Jump with a Red Elemental Blast (REB), a red interrupt that destroys any blue spell being cast. You respond to the REB with a Blue Elemental Blast (BEB), a blue interrupt that destroys any red spell being cast. Your opponent responds by casting Terror, a black instant that **buries** any creature,

on the Bears. You respond to the Terror by casting Unsummon, a blue instant that allows you to take a creature back into your hand, on those poor, beleaguered Bears. You'd both love to go on like this forever, but for now you're out of mana. It's time to resolve this stuff.

As interrupts, the REB and BEB resolve first. The REB tries to interrupt and destroy the Jump, but the BEB interrupts and destroys the REB before it can do its job. This means the Jump sticks around and prepares to get those Bears airborne. It has to wait its turn, however, as we resolve the other fast effects under LIFO.

The last in was the Unsummon spell, so it resolves first and returns the Bears to your hand. Next comes the Terror. Since the Bears aren't around anymore, the spell fizzles and goes to the graveyard. Your opponent can't choose a new target for it; the target must be announced at the time the spell is cast. Finally, the Jump is cast at the Bears. Without a target, this spell also fizzles.

Remember that if any of these fast effects had dealt any damage, those effects would be resolved last in the chain, regardless of when they were cast.

ANOTHER SAMPLE GAME

Our first sample game was pretty simple. Let's try a more complicated one that incorporates all the rules you've learned. We've cut down quite a bit on the explanations, so take this opportunity to quiz yourself and see if you can follow what's going on. If you need

to, look through the earlier sections of the rulebook. Andre and Sara shuffle their decks and cut each other's deck. Each turns over the top card as ante; the ante is set aside. Both draw seven cards, and they play scissors-paper-stone to see who goes first.

Andre gets to go first, so he draws a card and lays out a plains. He taps the plains to cast a Benalish Hero, a 1/1 creature with banding that has a casting cost of ✸. He tells Sara he's done.

Sara draws a card and lays out a forest. She taps the forest to cast Scryb Sprites, a 1/1 creature with flying that has a casting cost of 🌳. She tells Andre she's done.

Andre untaps, draws, and lays out another plains. He taps both plains to cast a White Knight, a 2/2 creature with first strike and protection from black. The White Knight has a casting cost of ✸✸. Andre decides not to attack with his Hero, since Sara's Sprites could block and kill it. He tells Sara he's done.

Sara untaps, draws, and lays out a swamp. She taps the swamp and her forest to cast Drudge Skeletons, a 1/1 creature with a casting cost of 1🌳. They have a special ability that reads: "🌳: Regenerate." Sara then announces that she's attacking with the Sprites. Andre has no creatures with flying, so he can't block the Sprites. The Sprites deal their 1 damage, bringing Andre down to 19 life. Sara tells Andre she's done.

Andre untaps, draws, and lays out a mountain. He taps the mountain and both plains to cast a Gray Ogre, a 2/2 creature with a casting cost of 2●. He then

announces that he's attacking with the Benalish Hero and the White Knight. He could band them if he wanted, since the Hero has banding, but he decides not to. Why?

Well, let's see what happens. Since the Knight has protection from black, the Skeletons can't block it. They could block the Hero, but they would take lethal damage. Since Sara has no black mana available to regenerate them, they would be destroyed. Because of this, Sara decides to block neither creature. If Andre had banded the Hero and the Knight, the Skeleton could have blocked the entire band and Andre's creatures wouldn't have dealt any damage to Sara, although her Skeletons would have been killed. As it is, though, Sara takes 3 damage, bringing her down to 17 life. Andre tells Sara he's done.

Sara untaps, draws, and lays out a swamp. She taps the swamp to cast Dark Ritual, a black interrupt that provides three black mana. She uses one black mana to cast another Dark Ritual, bringing her up to five black mana in her **mana pool.** She then taps her forest to add one green mana and casts a War Mammoth, a 3/3 trampling creature with a casting cost of 3 , bringing her down to two black mana in her mana pool. She uses this last mana to cast Howling Mine, an artifact that requires both players to draw an extra card during their draw phases. Finally, Sara attacks with the Sprites again, and Andre still can't block them. He takes 1 damage and goes down to 18 life. Sara tells Andre she's done.

Andre untaps, draws two cards thanks to the Howling Mine, and lays out another mountain. He taps the mountain to cast Mons's Goblin Raiders, a 1/1 creature with a casting cost of {R}. He then taps both plains to cast a Samite Healer, a 1/1 creature with a casting cost of {1}{W}. The Healer has the following special ability: "{T}: Prevent 1 damage to any player or creature." Next, Andre declares his attack and taps the Knight and the Hero as his attackers. This time, he announces that they are attacking as a band.

Sara decides to block with her Skeletons, because the band could kill her Mammoth. This block is legal, since the Knight can't "share" its protection from black with the Hero. The Skeletons take 3 damage and deal 1 damage to the band. Andre directs this damage to the Knight, where the Knight's protection from black reduces it to 0. The Skeletons are destroyed, but Sara still has a swamp left untapped. She taps it now to regenerate the Skeletons; the Skeletons return to life tapped and fully healed.

Andre isn't done yet, though. He taps his remaining mountain to cast a Lightning Bolt, an instant with a casting cost of {R}. The Lightning Bolt deals 3 damage to any target, and Andre aims it at Sara's Skeletons. The unlucky Skeletons are destroyed yet again. Sara could still regenerate them if she had the mana, but all her swamps are tapped, so the Skeletons go to the graveyard. Andre tells Sara he's done, and Sara tells Andre he's going to regret being so mean to her Skeletons.

Sara untaps, draws two cards, and lays out another forest. She taps both forests and both swamps to cast a Giant Spider, a 2/4 creature with a casting cost of 3 🌳. The Spider's special ability is that it can block creatures that fly, although it doesn't fly itself. Sara announces she's attacking with the Sprites and the Mammoth. Andre still can't block the Sprites, but he decides to block the Mammoth with the Goblins.

Since the Mammoth tramples, it will deal just enough damage to the Goblins to destroy them: 1 point. The additional 2 damage carries over to Andre. Added to the point from the Sprites, that makes 3 damage for Andre. In future turns he can use his Healer to prevent a point of this, but the Healer wasn't on Andre's side at the beginning of his last turn, so it still has summoning sickness. The Goblins go to the graveyard and Andre takes 3 damage, bringing him down to 15 life. Sara smiles as she tells Andre she's done. Andre begins to think he does indeed regret wasting that Lightning Bolt on her Skeletons last turn.

Andre untaps, draws two cards, and lays out an island. He then taps both of his mountains and one of his plains, bringing out the Hurloon Minotaur, a 2/3 creature with a casting cost of 1 🔴🔴. Next he casts an Ornithopter, a 0/2 artifact creature with flying that has a casting cost of 0.

Andre takes a look at all the cards in play. Right now, his Ogre, Knight, Hero, and Healer are eligible to attack. There's no point in attacking with the Healer, though; its special ability is far more valuable than the

1 damage it can deal, and if he attacks with the Healer now he won't be able to tap it again later to use its ability. Sara's Spider would be all too happy to take on any one of his other creatures, since it could kill any of them and none of them could kill it. Even if he bands the Hero with one of the 2/2 creatures, the result would be the same; the Spider would live, and one of his creatures would have to die. He could use his Healer to prevent a point of the Spider's damage, but he'd rather save the Healer for Sara's attack. So Andre decides not to attack and tells Sara he's done.

Sara untaps and draws two cards. She lays out a mountain and decides not to cast any spells for now. Instead, she announces she's attacking with the Sprites, the Spider, and the Mammoth. Andre looks at his choices for defense. If the Hero, the Knight, and the Ogre all block the Spider, they can kill it. Since the Hero has banding, Andre can split the Spider's damage between the Ogre and the Knight so all three will survive. If the Minotaur blocks the Mammoth, the Minotaur will die, but he can use his Healer to prevent 1 damage to the Minotaur and keep it alive. Finally, the Ornithopter can block the Sprites without any trouble. Andre declares this blocking scheme, hoping to kill the Spider and take no damage, all without losing any of his own creatures.

Sara has ideas of her own, however. She taps a forest and casts Giant Growth on her Spider, giving it +3/+3 for a total of 5/7; Giant Growth is an instant with a casting cost of . Next, she taps her mountain to cast a Lightning Bolt (an instant with a casting cost of) on

the Ornithopter, dealing 3 damage to it. Andre responds to Sara's fast effects by tapping his island and casting Unsummon (an instant with a casting cost of {U}) to return his Ornithopter to his hand.

Neither player wants to use any more fast effects, so the fast effects are resolved using the "last in, first out" (LIFO) rule—except for the Lightning Bolt, which deals damage and therefore gets resolved last. First, the Unsummon brings the Ornithopter back into Andre's hand. Then, the Giant Growth temporarily turns the Giant Spider into a Giant Giant Spider, so it will deal 5 damage and can absorb 7. Finally the Lightning Bolt goes off, but since the Ornithopter isn't there anymore, it fizzles and goes into Sara's graveyard.

Now that the fast effects are resolved, it's time for the damage resolution step. Andre distributes all 5 points of the Spider's damage onto the Ogre, which is destroyed and goes to his graveyard. The Mammoth deals 3 damage to the Minotaur, but Andre taps the Healer and prevents 1 damage. (The Healer's special ability is one of those **damage prevention** effects, the only non-interrupt fast effects you can use during the damage resolution step. See the glossary for details.) The Sprites deal no damage. Although Andre took the Ornithopter back into his hand, it left combat *after* it had been declared as a blocker. In such a situation, the attacking creature is still blocked. The Sprites can't deal their damage to Andre, and they don't have a defending creature to battle anymore, so they don't deal any damage at all. Andre takes no damage, and Sara announces she's done.

Andre untaps and draws. He'd better get together a decent defense pretty soon, or he'll really be in danger!

STRATEGY

For the most part, we encourage new **Magic** players to work out their own preferred strategies. But here are a few tips to get you started:

Tune your deck. Generally, the most effective decks contain only two or three of the possible five colors, plus a few artifacts. If your deck uses more than three colors, you're more likely to run into situations where you can't cast any of the spells in your hand because you don't have the right kind of mana to do so. Single-color decks, on the other hand, are easy prey for single-color attacks and defenses, such as spells that destroy all of a certain kind of land or prevent damage from a certain color of creature. To avoid both these pitfalls, whittle your playing deck down to two or three colors. If you like, you can trade some of the cards you aren't using to other players and get cards of "your" colors in return.

Balance your mana. To start, your deck should be about one-third land and two-thirds spells. As you play, watch to see if you always have more land than spells to cast with it, more spells than mana to spend, or just the right amount of each. That'll tell you whether to take out some land, add more, or leave well enough alone.

Look at your card combinations. Some cards seem made for each other. Others, sometimes even two cards of the same color, seem to work at cross-purposes. Study

how your cards interact and look for ways to improve their teamwork.

Be prepared. Expect your opponent to have cards you've never seen before, particularly while you're fairly new to the game. Don't assume there aren't any cards that do such-and-such just because you've never seen one. When your opponent does play a card you've never seen, take the time to read it thoroughly before going on with the duel.

HOUSE RULES

If you don't like one of the rules of the game, or if you find yourself in a situation that the rules don't seem to cover, you're welcome to come up with a "house rule." We don't mind; in fact, we encourage it. You should, however, know what the official rules are just in case you end up playing in somebody else's house. Some common house rules are:

- You don't have to play for ante if you don't want to.
- In an ante game, the winner must offer to trade the loser's card back to him.
- "No-Land Mulligan:" If you get no land in your initial seven-card draw, you can reshuffle and draw again.
- "All-Land Mulligan:" Same as the above, only with no spells.
- Everyone must follow certain rules of deck construction. These are too varied to mention any specific rules, but the general idea is to give newbies a chance against "card lords" with five of every card.

• The winner of each duel must contribute $1 to the pizza fund—great for a big group on a Friday night!

House rules can cover every aspect of the game, and then some. Just be sure that new players in your house are informed of the house rules before any duels get started.

GLOSSARY AND NOTES

This glossary doesn't just contain definitions; it also includes extra information about many of the terms. A lot of this information was a little too technical or complex to be included in the basic rules explanation, but it's stuff you should eventually know.

Attack

The attack is one possible action you can take during your main phase. You only get one attack per turn, and you attack your opponent with your creatures. No permanent spells or sorceries may be cast during the attack. The complete attack sequence is as follows:

1. Announce your attack. This is your opponent's last chance to use pre-attack effects.
2. Declare and tap your attacking creatures.
3. Either player may use fast effects.
4. Your opponent declares blocking. Blocking doesn't make creatures tap, but tapped creatures can't block.
5. Either player may use fast effects. If a fast effect removes or taps a blocking creature at this point, the attacking creature is still blocked. A tapped blocker deals no damage but still receives damage from the attacker it blocked.

6. Assign damage. Players may use *only* interrupts or damage prevention fast effects; no other kinds of fast effects are allowed. See also *damage prevention.*

7. Creatures that take lethal damage and aren't regenerated go to the graveyard. Any effects that happen when a creature goes to the graveyard are triggered.

Bury
A card that is buried must be sent to the graveyard without possibility of regeneration.

Basic land
See *land.*

Casting cost
When a card refers to the casting cost of another spell, it means the total number of mana points needed to cast the spell, regardless of color. For the purposes of these cards, a spell costing 2 ♠ ♠ has a casting cost of 4. If the spell in question is an X spell not currently being cast, then X=0. Token creatures (see also *token*) have a casting cost of 0.

Color
The color of a card is determined by the type of mana you need to cast it, as specified in the upper right corner of the card. If a card takes more than one color of mana to cast, it is considered all those colors at once. If the card requires no particular color of mana or no mana at all to cast, as with artifacts and land, then the card is colorless. The colors in **Magic** are black, blue, green, red, and white; colorless doesn't count as a color.

Any damage generated by a particular source is the same color as that source; see also *source of damage*.

Controller
Usually, the controller of a spell is the player who cast that spell. Sometimes, though, a spell or effect can give you temporary control over your opponent's card. If you take control of a card this way, you just take control of the card itself; you don't get control of any enchantments already on the card. If a card says "you" on it, it means the card's controller; if it meant the card's owner, it would specify "owner." A card under temporary control of another player is returned to its original owner or its owner's graveyard when it leaves play, when the controlling enchantment or effect is removed, or when the game is over, whichever comes first.

Counter (verb)
Countering a spell or effect means preventing that spell or effect from being cast. Countered spells go to the graveyard; the caster of the countered spell still has to pay the casting cost. A countered spell isn't successfully cast.

Counter (noun)
A counter is a marker used as a reminder on certain cards. Counters can be coins, poker chips, beads, pieces of paper, or whatever you like. See also *token*.

Damage prevention
Any time one of your creatures is damaged, you get the chance to prevent the damage, redirect it, or regenerate the creature. You can't do any of these things, however, until it's time to resolve all the damage in a

chain of fast effects; see also "Resolving Fast Effects" on p. 46. Damage prevention effects target the damage itself, not the source of the damage; see also *target*. During the damage resolution step, only damage prevention and interrupt effects may be used.

Graveyard
Your graveyard is your discard pile, which is always face up. Cards in the graveyard are *cards;* they aren't artifacts, creatures, or whatever they would be if they were in play. Any card that breaks this rule will specifically say so. Cards in the graveyard have no "memory" of how they got there or what enchantments or counters were on them when they were destroyed. They can't be healed or regenerated. See also *damage prevention*, *bury*, and *remove from game*. You may look through your opponent's graveyard at any time.

Land
Land is a type of card that typically generates mana. You may play one and only one land card during your turn. Land is colorless and is a permanent, though it's never a spell. When a spell turns a land of any type into a *basic land*—a forest, island, mountain, plains, or swamp—it loses its original abilities and takes on all the properties of that land, including the type of mana generated.

Mana pool
When you generate mana (whether by tapping lands or in some other way), the mana goes briefly into your mana pool, an imaginary holding place for mana. You can then use the mana in your mana pool to cast a spell. Your mana pool empties at the end of

each phase and at the beginning and end of an attack; if any unused mana remains in your mana pool when it empties, you take 1 damage for each point of mana you didn't use. This kind of damage is called *mana burn*. Mana burn is a colorless source of damage.

Permanents
All artifacts, lands, creatures, and enchantments in play are permanents, as are any tokens representing permanents (see also *token*). Spells that will become permanents aren't considered permanents until successfully cast.

Play (in play)
Cards that have been played in your territory or in your opponent's territory are considered in play. Cards in either player's hand, library, or graveyard aren't in play; neither are cards that have been removed from the game. Cards that aren't in play aren't valid targets for targeted effects unless the targeting spell specifically says so; see also *target*.

Power
A creature's power is the amount of damage it deals in combat. It is the first of the two numbers written in the lower right of the creature card. If a spell or effect reduces a creature's power to 0 or less, that creature deals no damage.

Remove from game
When a spell or effect removes a card from the game, that card isn't put into the graveyard. Instead, it should be set aside until the game is over. Spells and

effects that affect the graveyard can't affect this card. See also *token*.

Sacrifice
Certain cards require you to *sacrifice* a card in play, usually as part of the cost of generating a particular effect. You can only sacrifice a card you control, and you can't sacrifice a card that is already on its way to the graveyard. Sacrificed cards get buried immediately; they can't regenerate. Since a sacrifice is a cost, it happens instantaneously as soon as you declare it; it can't be prevented by other effects. Even if the card requiring the sacrifice is countered or destroyed, the sacrifice still takes place. A sacrifice isn't a targeted effect; see also *target*.

Source of damage
The source of a given amount of damage is the card that dealt that damage, whether or not another card helped it do so. For example, if you put a Firebreathing enchantment on your Grizzly Bears to increase their power, all the damage those Bears deal is considered damage from the Bears, even though the Firebreathing helped. So although Bears are green and Firebreathing is red, all the Bears' damage is damage from a green source. See also *color*.

Summoning sickness
A creature of yours may not attack or use any special ability whose activation cost includes the ⟳ symbol unless the card or token representing the creature was in play under your control at the beginning of your turn (see also *token*). This inability is usually called

summoning sickness. Creatures suffering from summoning sickness can be used to defend.

Target

A target is the specific card, token, or player at which a spell is aimed. Some spells require one or more targets; you can't cast such spells if there are no valid targets in play. Usually, the type of target required will be obvious; an "Enchant Land" card must be played on a land, for example. Spells that affect a whole class of cards, such as all creatures in play, don't require a target and can therefore be cast at any time. If a spell targets a permanent, that spell can't be cast until the spell for the permanent is successfully cast; see also *permanent*. If a spell is aimed at a single target and that target is removed from play or becomes invalid before the spell resolves, that spell fizzles and has no effect. If a spell is aimed at multiple targets and one or more of those targets are removed or become invalid before the spell resolves, that spell still affects any of its original targets that are still valid and in play. Creature combat—attacking and blocking—isn't considered a targeted effect.

Token

Occasionally, a card will ask you to use a *token* to represent a permanent, such as a creature. Use anything you like for the token: coins, poker chips, playing cards, or whatever, though it's best to find something with a clearly defined top and bottom so it's easy to tell if it's tapped. These tokens are permanents, and are affected by spells and effects that affect the appropriate type of permanent, but they aren't considered cards. If any effect takes a token out of play, remove it from the

game. You can't send a token to the graveyard, return it to your hand, or otherwise maintain it out of play.

Toughness
A creature's toughness is the amount of damage it can take before it is destroyed. If a creature's toughness is reduced to 0 or less, the creature dies. Damage prevention effects can only prevent damage; they can't prevent effects that reduce a creature's basic toughness. See also *damage prevention*.

Winning
If, at the end of any phase of either player's turn or at the beginning or end of an attack, your opponent's life total is 0 or less, you win. If a player's life total reaches 0 or less at any other time, that player has until the end of the phase to get back to 1 or more life. If both players are reduced to 0 or less life during the same phase, the duel is a draw and both players keep their ante. If you can't draw a card when required to do so, you lose the duel immediately.

MISCELLANEOUS

Other Rules
As the game of **Magic** has developed, so have the rules. Earlier editions of **Magic** used slightly different sets of rules, and the wordings on the cards have also changed over time as we've tried to make them as clear and easy to understand as possible without substantially altering the game. This means that before you start playing **Magic** with someone new, you need to talk about which

version of the rules you're going to use and how you're going to deal with any peculiar side effects that may arise when you mix cards from different releases.

In most cases, later editions of the rules have clarified the old rules rather than changing them, so conflicts shouldn't come up too frequently. When they do, we encourage you to talk things over with your opponent and decide for yourselves how you want to resolve them. If you and your opponent can't agree in the heat of battle, flip a coin to resolve the current situation and then talk it out afterwards. Keep track of your decisions so you can use them again if necessary.

If you think making the rules is strictly our job, we'll be happy to give you the official line on any rules question. Just check out the next section for ways to contact us.

Getting Help

If you have any questions or concerns about **Magic**, we're here to help you. For quick rules questions, call (206) 624-0933 during normal business hours, Pacific Time, and ask to speak to a customer service rep. If you don't want to pay the long-distance charges, feel free to write us at Wizards of the Coast, P.O. Box 707, Renton, WA 98057-0707, attn: **Magic**.

Wizards of the Coast also provides electronic customer support. We have a couple of e-mail lists, company reps on the Internet and many commercial services, and more. For information on these services, send e-mail to *questions@wizards.com* and we'll show you how to tap into our Net support.

If you are in the United Kingdom, you can call our UK office regarding questions or rules clarifications at 0345-125599 or write to *uk@wizards.com* on the Internet. You can also send postal mail to Wizards of the Coast UK Ltd., P.O. Box 1562, Glasgow, G2 8BW, Scotland, attn: **Magic**.

In other European countries, you can call our Belgium office at +32-(0)3-272-0511, fax us at +32-(0)3-272-2431, or write to *belgium@wizards.com* on the Internet. You can also send postal mail to Wizards of the Coast, Belgium, P.O. Box 16, B-2140 Borgerhout 2, Belgium, attn: **Magic** or send e-mail or postal mail to our UK office.

Other Cool Stuff

To find out more about **Magic** and other trading card games, check out *The Duelist*, Wizards of the Coast's full-color magazine devoted to providing you with official info on all of our **Deckmaster** games. Ask for it wherever you buy **Magic**.

For serious **Magic** players, we've formed the *Duelists' Convocation*, the official **Deckmaster** tournament league. Membership allows you the opportunity to gain ranking points through sanctioned **Deckmaster** tournaments as well as a subscription to *The Duelist* magazine and *Duelist Companion*. For more information, write Wizards of the Coast, P.O. Box 707, Renton, WA 98057-0707, attn: *Duelists' Convocation* or call (206) 226-6500 and ask for *Duelists' Convocation*.

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Our condolences to everyone who has been killed by an Ornithopter.

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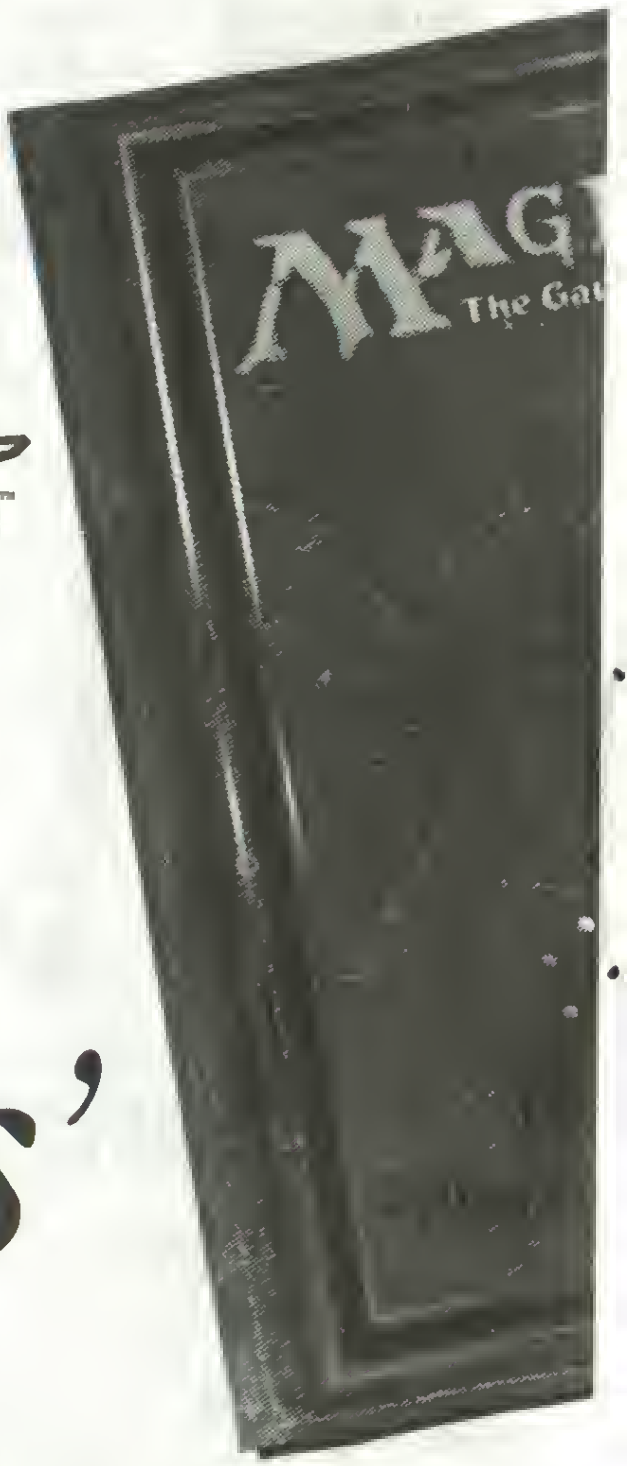

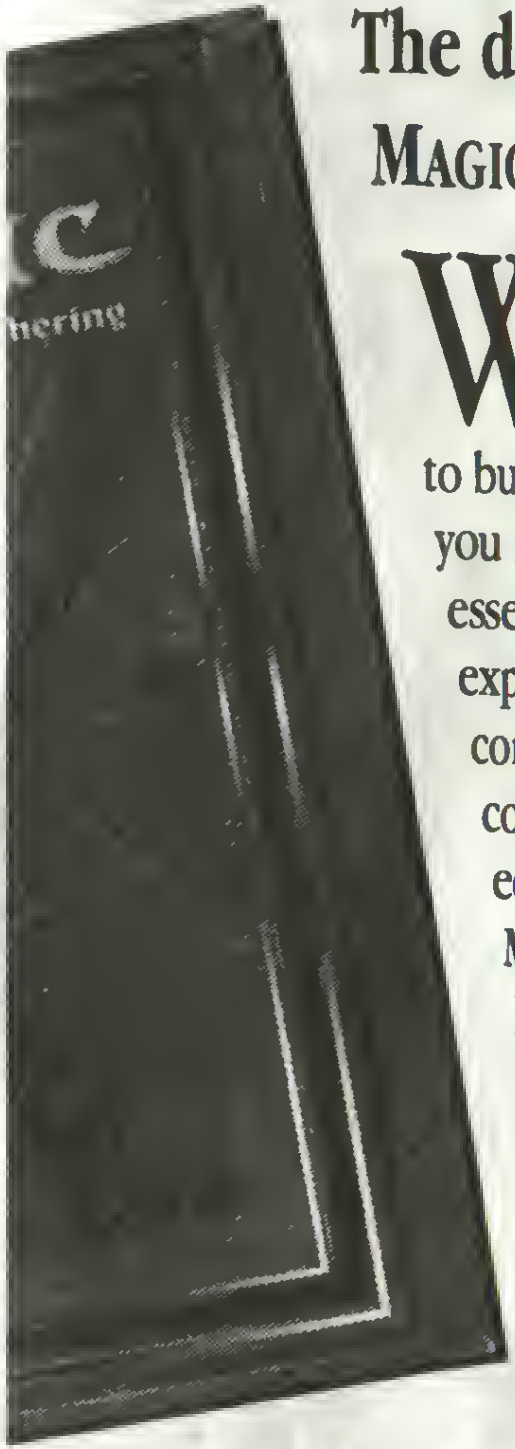

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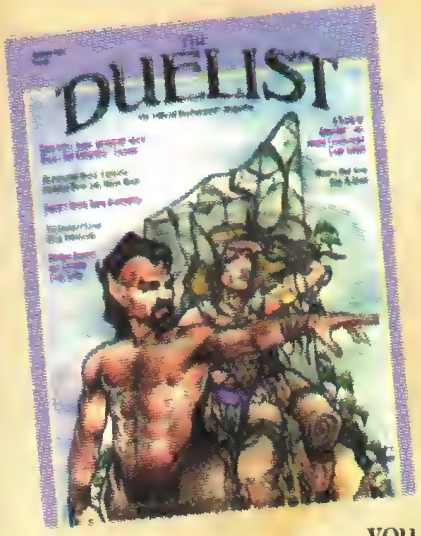

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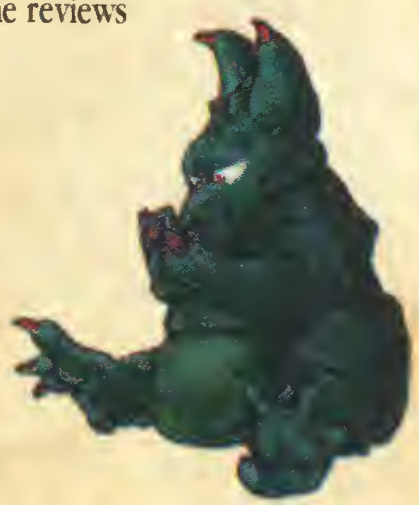

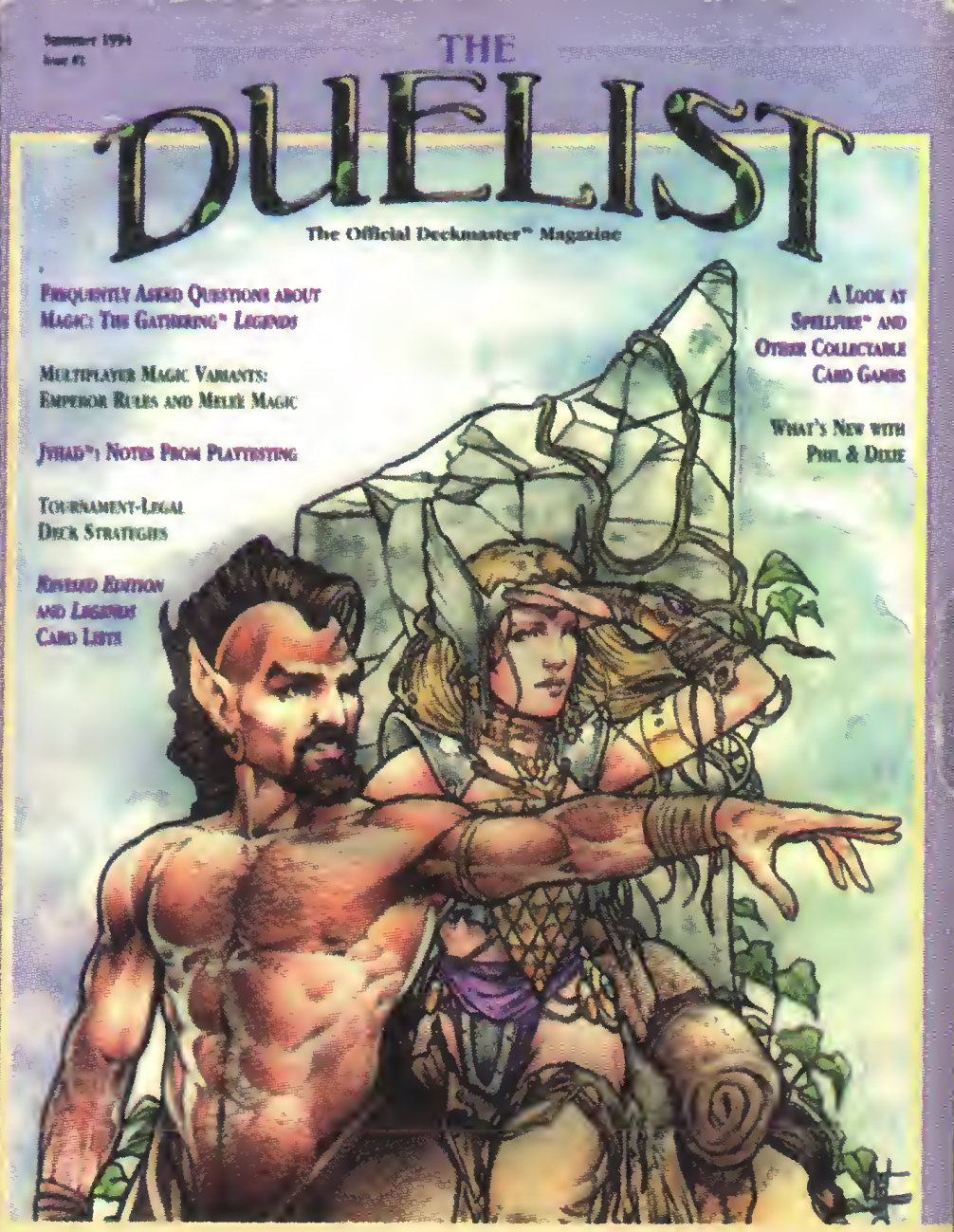

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